

*Legions of the Aegis*

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*This script is for use in the Major League Gaming video contest, under the category of 'other'. This script is a guideline in terms of both a screenplay and story. All events in this script are purely fictional.*

**NOTES!**

There are three classes of red infantry. First class has EVA helmets and armor, second class has ninja and third has samurai. If players cannot amass enough people to fit armor specifications, then standard armor should be Mark VI.

Commander and Observer should have helmets or armor to differentiate them from the normal troops.

Music: The Barbarian Horde by Hans Zimmer

[Opening Scene. Either a narrator or visual text (or both) will be represented by x1]

*Fade from black. A blue fuzzy sphere (Guardian, opposite of the forest on the upper level in the ceiling) appears.*

**X1:** So soft and heavenly, the celestial spheres are. The wandering orbs of rock and gas that hold potential for life...and death. From afar, they are serene, quiet and beautiful. Only when man is added to the picture does the painting begin to bleed.

*Fade to black. A reddish-brown planet appears. Footage of this may be hard to obtain.*

**X1:** Encircling an average red-dwarf star on the Perseus Arm of our galaxy, is the planet Pavan Khind [pronounced pah-vahn kind]. This dusty world is the home to the fortress of Vishalgad, the last battleground between the Marathas and the Adilshahi. For the last two decades, political combat seized the two states and tensions slowly rose. In an effort to secure precious resources from the oil-laden sands of Pavan Khaind, the homeworld of the Marathas, the Adilshahi have become desperate and have come to their last resort.

*From the level 'The Covenant', the scene where the carrier flies overhead and drops the heavy vehicles, scene adaptation of the carrier leaving the Ark and going off into the distance.*

*Fade to black. Title text fades in (**Legions of the Aegis**) followed by landscape of Sandtrap. Dunes are about halfway up the camera field of view. Camera pans upwards to reveal The Aegis, the ship that left the Ark area and now in low orbit over Pavan Khind.*

(Voiceover on radios)

**Observer:** Commander, we have the Aegis in low orbit. Seismic activity registers heavy artillery coming up the Avenue. Time until arrival about one minute, sir.

*Camera cuts to the largest towers' tops on Sandtrap, pans downward into a bustling headquarters of all blue Spartans. One approaches camera, battle rifle in tow.*

**Commander:** Estimates?

*Camera switches to behind Commander, looking out to the roofs of Sandtrap's middle buildings. Heavy fortifications are built, lots of unmanned turrets and soldiers carrying turrets to sides, preparing defenses.*

**Observer** (voice over scene in italics above): Two legions of infantry, half of that in support, a large convoy of vehicles and heavy air support from what I can observe. Everything The Aegis could fit in, sir.

*Camera pans down from Commander looking to camera to the flag base beneath. Troops are lining the walls, facing inward. Camera cuts to panning to the left in front of the troops, angled with respect to the camera, loading their battle and assault rifles as they appear in the frame.*

*Cut to the right base (looking from the tower out) where snipers are loading their rifles and taking positions, looking down the map. Infantry is running behind the snipers all over the place with battle and assault rifles, taking positions behind cover.*

*Cut to far left of Observer, on left side of Sandtrap, in one of the small hemispherical bases. Pan right behind Observer, arc around and stop in front. Observer is armed with sniper rifle.*

*Camera cuts to 2x scope in of Observer's rifle, looking down the map. Framing done so in such a way that it looks like a different area. No blues should be in frame.*

**Observer:** Enemies sighted.

*Two elephants come into view, three warthogs with gunners (one on each side, one in between side-by-side elephants) with two scorpions with gunners in front. Lots and lots of infantry in front of the tanks, all with assault rifles.*

*Camera cuts to side view of marching reds. Infantry should march by in groups of 8 with a space in the middle. Camera editing in such a fashion that there should be more than 20 people in the screen at one time. Fixed camera position. Let many, many soldiers go by before cut.*

*Cut to ground-height view of passing elephant treads. Mongooses with riflemen in rear zip by on the far outside, warthogs with gunners on the inside. Lots of vehicles go by before cut.*

*Cut to Observer, hiding inside small hemisphere base behind a corner, out of view of the passing army.*

*Cut to air units, camera level with hornets so that landscape below is not seen. Traveling in groups of two, they go in a single column and break off at one point, decrease in altitude and fly low over incoming red troops.*

*Cut to full-view of army strolling down towards camera. This cut will be difficult because it will require a fixed camera position (potentially a monitor, done in forge) with several infantry marches and other splice-ins in a video editor such that many more than just 16 people are visible on the screen at once.*

*Cut to blues at main base. Troops scurrying faster to their positions behind cover, armed with both heavy human weapons and middle-range. Close ups on blues coming to their positions, pointing down towards the offense spawn of the map.*

*Cut to the Commander, strolling between ranks of troops and exiting into the sunlit part of the top of the main tower, looking out on the preparing troops below. Angled from down to up with sun in corner soldiers running in and out of the frame.*

*During scenes with the Commander, above, he is shouting orders.*

**Commander** (voice over scenes above): Two to left! Three plus one on right forward! Move it! We have an open slot here on mid left, I need two plus one gunner!

*Camera pans along spine of buildings in middle of Sandtrap from the tower to the offense spawn. Lots of men on the rooftops and at gunning positions. Lots of cover and very little open space. Camera pans across and then downward, in line with the tower looking back towards the tower. Pan stops at the top of the roofs with tons of blue gunners all over the place.*

**Commander:** Hold for visual!

*Cut to empty desert*

**Commander** (off camera): Hold!

*Cut to commander, infantry all around.*

**Commander:** Hold!

*Cut back to desert. Missiles rain down from sky. Camera cuts to barriers getting pummeled by missiles.*

**Commander:** Hold, men, hold!

*Missile barrage stops. Cut back to desert, infantry rise over ridge and stop. One red approaches out of the center. Calls out to the Commander.*

**Red Leader:** Commander of Vishalgad, the fortress of Pavan Khind, surrender and spare the lives of your men and ours!

*Camera cuts back to behind the Commander. He turns around and faces the troops to his rear.*

**Commander:** Lest we die by the hand of the devil or through the passage of time, our honor is our own.

*Commander turns back to the Red Leader*

**Commander:** Er kann mich im Arsch lecken!

*Red Leader runs back into the crowd of reds.*

**Commander:** Fire!

*Circular panning around battlefield. This battle scene takes place at the forward end of the first large, middle building in Sandtrap. Blue gunners behind cover fire and lob grenades down at the reds below. Turrets flurry about, crossing fire and mowing down row after row of red waves.*

*Red warthogs plow through ground defenses and ride up to the roofs, where they are shot with Spartan lasers from the far central base.*

*At the right side, ground level base of Sandtrap, in the open area underneath a roof-like structure, fortifications are setup with blues behind and red mongooses charging through. Rocket fire and a few lasers keep them relatively at bay. Camera angled from above, behind blue defenses. Second camera angle from mongoose passenger side getting obliterated upon entering fortified base.*

*The Commander walks among ranks in the deepest part of Sandtrap, amidst explosions outside. They go from couching to standing at attention as he walks by, towards the camera. He passes camera. Cut to him turning around in front of opening with explosions, men running and things driving by, facing the standing troops.*

**Commander:** Courage, my friends, is the only thing that can beat an army.

*Cut to outside, top central defenses are being overrun by infantry and vehicles. A scorpion tank approaches, machine gunning down blues.*

*Cut to Commander and his troops rushing from the flank of the scorpion, surrounding it and taking it over for their use.*

*Blues being overrun in the lower bases get flank support from the Commander's reserves, shooting off the red invasion. Things look like they're turning for the blue's favor.*

*Cut to two elephant tanks rolling in, laden with gunners on the rim. Cut to inside one elephant, where an elephant load of infantry and two warthogs are fully prepared to invade.*

*Cut back to the forward wall. A blue wall of Spartans line up with assault rifles, a wall lines up behind them with battle rifles and a wall behind them with turrets, awaiting the two elephants.*

*Camera cuts to behind the other elephant which unloads its army into the wall of blue Spartans on the leading edge of the forward building.*

*Frame goes to a side picture of the blue Spartans on the left and red on the right. The reds charge headlong into the blues and a confusing, unsorted brawl occurs. Speed of the action is halved in accordance with the music change of tempo. Melee fights and grenade explosions riddle the mass.*

*Fade to white, hold for a few seconds, sharp fade back to battle. Everyone dead.*

*Cut to other parts of Sandtrap. Reds and blues lie side by side motionless in the sand. If possible, a shot of desert sand blowing across the bodies would be key here.*

*Cut to the commander dead in the sand, surrounded by several vehicles and lots of reds.*

**X1:** Since man's inception, his will to fight has been sewn into his blood. Until man's end, violence, the necessary condition of the State, was key. There are no winners in war, only survivors. War is fought only by human beings and not by savage creatures. For savage creatures know not killing justified by politics. While this battle, on the sands of Pavan Khind, marked the end of the forces of the Marathas and the Adilshahi, their courage lives on still. Sadly, peace in this arm of the Milky Way comes only through the silence of human beings, as in all parts of the universe. While the last standing soldiers of the desert world of Pavan Khind slowly become the new oil for the future warring generations, one still is left behind...

*Camera crossfades to the front face of the forward structure on Sandtrap, facing outward. Panning backward and low over the dead soldiers, the camera comes to the main structure and rises up, over the tower and slowly drops down, with the gap between the towers centered on the frame. Slowly the blue flag comes into view as still standing.*

**X1:** While man may choose to war his will away, his past will be his only future.

*Fade to black.*

*Credit roll.*